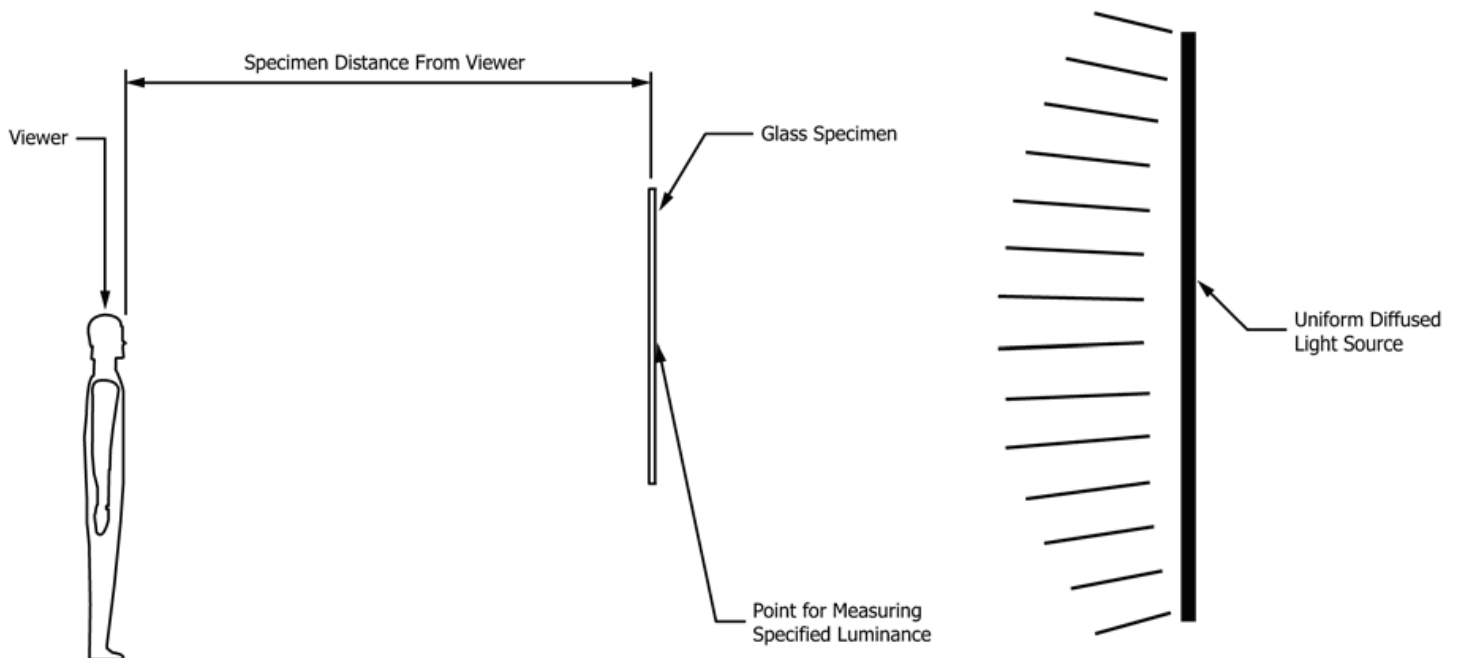




# IGU Inspection Criteria per ASTM Standards

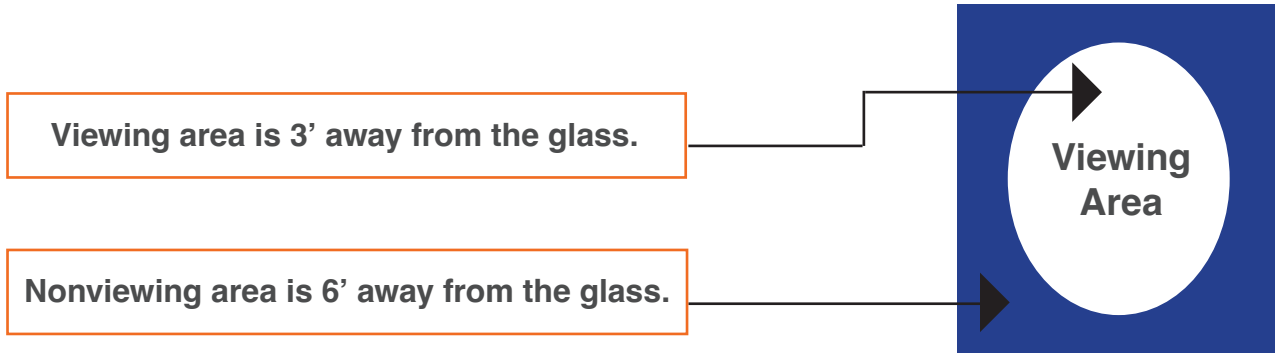
## Inspection:

- For inspection of Insulated Glass Units (IGUs) refer to ASTM E 2190
  - For inspection of Clear Flat glass lites refer to ASTM C 1036
  - For inspection of Coating related defects refer to ASTM C 1376
  - For inspection of Laminated Glass lites refer to ASTM C 1172
  - For inspection of Heat treated/Tempered Glass refer to ASTM C 1048
1. Visual inspection should be done with the naked eye.
  2. The inspector shall place the glass in a vertical position with light in transmission.
  3. Inspector shall view through the glass at an angle of 90 from a distance of 10ft.
  4. Lighting should be daylight level or other uniform backlight that simulates daylight without direct sunlight or flash light.
  5. View at the distance specified by defect type.



## Quality Criteria:

1. Determine approximate lite surface area (ft<sup>2</sup>)
2. Determine defect location - central or outer viewing area. The central area is considered to form a square or rectangle defined by the center 80% of the length and 80% of the width dimensions centered on a lite of glass. The remaining area is considered the outer area.



## Allowable Linear Blemish

**(Viewing distance starting at 11'):**

Faint or light scratch (3") Allowed.

Medium scratch < (3") allowed with a minimum separation of (2')

Medium or heavy scratch > (3") are not allowed.

To determine scratch intensity, start at 11' and move closer until the scratch becomes visible. Refer to the tables below.

Detection Distance	Blemish Intensity	Blemish	Central Area Inches	Outer Area Inches
Over 11'	Heavy	Coating Scratch	2" Max Length	3" Max Length
11' to 3'	Medium	Mark/Contaminant	2" Max Length	3" Max Length
3' to 8"	Light	Coating Rub	None Allowed	Length plus Width not to exceed 3/4"
Less than 8"	Faint	Crazing*/Corrosion	None Allowed	None Allowed

\*Crazing is a series of web-like micro-cracks that occur at or just beneath the surface of the glass coating.